

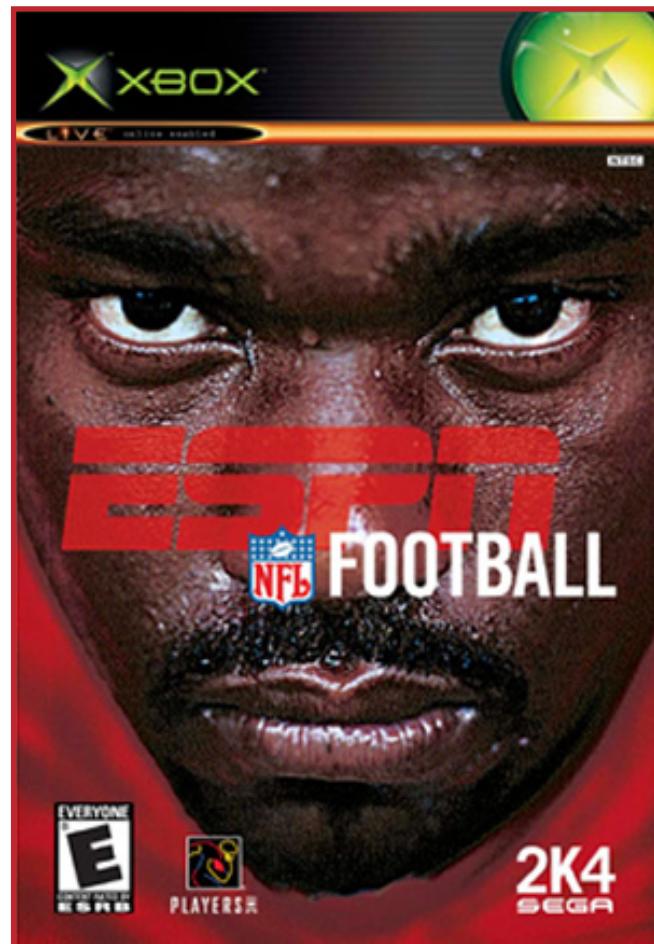


# ESPN NFL Football

Enhanced Manual for Xbox

Your complete guide to  
ESPN NFL

- How to Play instructions
- Tips and Tricks
- New Features
- ...and more



# ESPN NFL Football Instruction Manual – Xbox

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## **WARNING: READ BEFORE USING YOUR XBOX™ VIDEO GAME ENTERTAINMENT SYSTEM.**

### **About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

***Immediately stop playing and consult a doctor*** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **Other Important Health and Safety Information.**

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software

### **Avoid Damage to Your Television**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them.

Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

**Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.**

### **Using the Xbox Video Game System**

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the ESPN NFL Football disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing ESPN NFL FOOTBALL.

**Note:** For an official diagram of the Xbox video game system, consult page 2 of the ESPN NFL FOOTBALL Manual included with your game.

### **Avoiding Damage to Discs or the Disc Drive**

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

### **Using the Xbox Controller**

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play ESPN NFL FOOTBALL.

**Note:** For an official diagram of the Xbox Controller, including button assignments, consult page 3 of the ESPN NFL FOOTBALL Manual included with your game.

## **BEGIN THE GAME**

1. Turn OFF / ON the power button on your Xbox™ video game system.
2. Make sure an Xbox Controller is plugged into the Xbox video game system.
  - If you’re playing against friends, plug additional Xbox Controllers into the Xbox video game system.
  - Save your game progress, to the Xbox Hard Disk or Xbox Memory Unit inserted into Xbox controller expansion slots A or B.
3. Insert the ESPN NFL FOOTBALL game disc into the optical disc drive.

4. Turn ON the power button. The Xbox screen appears.  
• If the Xbox screen does not appear, begin again at step 1.

## Title Screen

Once you're up and running, the ESPN NFL FOOTBALL Title Screen appears.

- To go directly to the Main Menu, press **START**.

Default Menu Navigation

<b>left thumbstick or directional pad</b>	Highlight an Option, LEFT/RIGHT: Increase or Decrease a selected Option
<b>A</b>	Advance / Increase selected Option
<b>B</b>	Return to Previous Screen
<b>Y</b>	Bring up Team Options / Decrease selected Option
<b>Black</b>	Cycle forward through Options
<b>White</b>	Cycle backward through Options
<b>right trigger</b>	Cycle forward through Options
<b>left trigger</b>	Cycle backward through Options
<b>START</b>	Advance
<b>BACK</b>	Return to Previous Screen
<b>right thumbstick</b>	UP / DOWN: Change User Name
<b>left thumbstick button</b>	(Click) Maximum Passing / Player Card

## MAIN MENU

### Quick Game

Play a quick preseason game between any two teams. This is the fastest way to suit up and lead your team on to the field.

### First Person Football

Experience the game from a first-person perspective.

### The Crib

Go to your crib to unwind from the pressure of the game. Unlock items for your pad, peruse career milestones, play mini-games, or listen to some good music.

### Game Modes

Choose from one of four unique game modes:

- Franchise: Control every aspect of a team, including off-season personnel moves, for as many years into the future as you please.
- Season: Guide your team to victory over the course of the regular season and the playoffs.
- Tournament: Create a tournament with the 4, 8, or 16 teams of your choice.
- Situation: Recreate specific game scenarios with complete control over the score, clock, yardage, and possession.

### Practice

Learn the more about the game of football and perfect your skills.

## Options

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's desk.

### Load / Save

Everything you can customize in ESPN NFL FOOTBALL can be saved and accessed later via the Xbox Hard Disk or a memory unit, if you have one inserted in your Xbox controller.

### About the Game

Learn about the new features and improvements to this year's edition of ESPN Football.

### Xbox Live

Here's where you really put your skills to the test. Challenge other players on Xbox Live.

## QUICK GAME

Choose from more than 100 teams including all 32 NFL teams, college alumni squads, NFL historic teams, and NFL all-stars. If you created any custom ESPN NFL FOOTBALL teams, they're here too.

### Team Select

- Use the **left thumbstick** or **directional pad** to move your Control Icon to the side you wish to control during the game.
- Pull the **left trigger** or **right trigger** to cycle through the teams.
- Press **White** or **Black** to toggle through each team's available uniforms.
- To assign a user name to your control pad, move the **right thumbstick** up or down to toggle through those available.
- To create a new user record, press the **right thumbstick button** to access the User Records Screen. (For more information on this screen, see page 42 under Load / Save).
- To toggle Maximum Passing On or Off, click the **left thumbstick button**.
- To set your team options, press **Y**. On the Team Options Screen, you can choose to use any team's playbook, including custom playbooks, select the game venue from more than 45 locations (which include every NFL stadium and some fantasy fields), and change the Quarter Length, Game Difficulty, and change the time of day and the weather.
- Press **START** or **A** to advance.

### Player Lineup

The Player Lineup Screen allows you to view the players on your team, scramble all of the starters throughout the NFL, and even perform a Fantasy Draft to pick the best players for your team.

- Press up and down on the **left thumbstick** or **directional pad** to toggle between Start, Scramble Starters, and ESPN Fantasy Football.

#### ⇒ Start

Lists the players currently on your team.

- Use the **left** or **right trigger** to toggle between Key Players, Backfield, Receivers, D-Line, Linebackers, Secondary, and Special Teams.

- Press **START** or **A** to load the game.

### ⇒ Scramble Starters

Every starter in the NFL is assigned to a random team. After the game, your rosters will be reset to their previous state.

- Press **A** to scramble the starters. Repeat if desired.
- Use the **left** or **right trigger** to toggle between Key Players, Backfield, Receivers, D-Line, Linebackers, Secondary, and Special Teams.

### ⇒ ESPN Fantasy Football

Draft your starting lineup. Each pick replaces your team's regular starter.

- Use the **left thumbstick** or **directional pad** to highlight an offensive player position slot or the defense slot.
- Press **A** to select the slot.
- Use the **left thumbstick** or **directional pad** to highlight a replacement player or the replacement defense.
- Press **A** to select the player or defense.

When you're done picking players, press **START** to load the game. ESPN's Clark Berman will introduce the game, then turn it over to Dan Stevens and Peter O'Keefe to set things up before the team captains gather at midfield for the coin toss.

## CONTROL SUMMARY

### In the Huddle:

Formation Select Screen

<b>left thumbstick or directional pad</b>	UP/DOWN: Scroll formation groups by backfield LEFT/RIGHT: Change receiver alignment
<b>A</b>	Select formation
<b>B</b>	Switch between Formation and Package
<b>X</b>	Select Screens (offense only)
<b>Y</b>	Substitute Running Backs (offense) / Swap DB's (defense)
<b>Black</b>	Substitute Receivers (offense) / Swap D Line (defense)
<b>White</b>	Flip Formation
<b>left trigger</b>	Help Menu
<b>BACK</b>	Coach's Pick
	Timeout

Play Call or Choose Package Screen

<b>left thumbstick or directional pad</b>	UP/DOWN: Scroll Play or Package Page
<b>A</b>	Select (A) Play or Package
<b>B</b>	Return to Formation Select Screen
<b>X</b>	Select (X) Play or Package

<b>Y</b>	Select (Y) Play or Package
<b>Black</b>	Flip Play or Package
<b>White</b>	Help Menu
<b>right trigger</b>	On-the-Fly Audibles (play call only)
<b>left trigger</b>	Coach's Pick
<b>BACK</b>	Timeout

#### • ESPN Tip – Understanding Play Names

When throwing the ball on offense, it's helpful to know how the play is designed to work. The numbers or letters at the beginning of each play indicate the type of pass drop the quarterback will perform. The second part of the route refers to the primary receiver and his route (X or Y = receiver, TE = Tight End, Z = Slot Receiver, F = Fullback, H = Halfback).

Here is a quick rundown:

50 – The QB will take a 5-step drop. (Example: "50 F Speed Out")

90 – The QB will take a 3-step drop. (Example: "90 X Lob Corner")

PA – A "play action" play. The QB will fake a handoff to the running back before passing. (Example: "PA Z Post-Corner")

RO - The QB will "roll out" to one side before passing. (Example: "RO Y Corner")

PA-RO – The QB will fake a handoff and then roll out to one side before passing. (Example: "PA-RO X/Z Flow")

#### • ESPN Tip – Bluffing Technique

In multiplayer games, keep the other player guessing by disguising which play you call. On the Play Call Screen, once you've found the play you want, hold down the button corresponding to that play. Then press up or down on the **left thumbstick** or the **directional pad** to flip through other pages within the same formation (and to throw off your opponent). When you release the play button, your team will break the huddle with your original play selection. If you decide that, for some reason, you don't want to keep that play after all, roll your thumb over to **B** to back out to the Formation Screen. You can then release the play button without calling the play.

#### • ESPN Tip – Setting On-the-Fly Audibles

If you'd like to reconfigure your audibles for an offensive formation, it's easy to do so. On the Play Call Screen, pull and hold the **right trigger**. Press **A**, **X**, or **Y** to select the audible button "slot". Release the **right trigger**. Find the play that you wish to assign to the audible slot and press its corresponding button. The play will now be available from your Offensive Audible Menu.

#### Offense:

Prior to the Snap

**left thumbstick or directional pad**

UP/DOWN: Select player

LEFT/RIGHT: Put player in motion

**A**

Hurry to the line / Snap the football

**B**

Bring up / Dismiss Audible Menu

**Y**

Hard count

**right trigger**

(Pull and hold) View players' fatigue levels

**left trigger**

(Pull and hold) View players' routes

<b>BACK</b>	Timeout
<b>right thumbstick + A, B, X, Y, or L</b>	Call a Hot Route for a receiver

• **ESPN Tip – Offensive Hot Routes**

If you want to switch a receiver's route at the line of scrimmage, you can call a Hot Route for that receiver. Move the **right thumbstick** in the direction of the route you desire and press the button corresponding to the receiver to assign the route to that receiver. By moving the **right thumbstick** in the following directions, you can assign the following routes: Up = Go, Down = Stop, Out = Out, In = In, Up/Out = Quick Corner, Up/In = Slant, Down/Out = Speed Out, Down/In = Speed Under. Click and hold the **right thumbstick button** and press the button corresponding to that receiver to instruct the receiver to pass block.

• **ESPN Tip – Multiplayer Offense**

If you like, you can play on the same team with a friend. The user with their controller in controller port 1 will control the quarterback. The other user can press **A** or **Y** to switch players. When the player controlling the quarterback passes or hands the ball off, the other player will gain control of the player who receives the ball.

Offensive Audible Menu

<b>left thumbstick or directional pad</b>	LEFT/RIGHT: Cycle available audibles
<b>A</b>	Select Audible (A)
<b>B</b>	Dismiss Audible Menu
<b>X</b>	Select Audible (X)
<b>Y</b>	Select Audible (Y)
<b>Black</b>	Flip play
<b>White</b>	Return to original play
<b>BACK</b>	Timeout
<b>right thumbstick button</b>	(Click) Flip routes

After the Snap

Passing Plays / Quarterback Controls

<b>left thumbstick or directional pad</b>	Move the QB
<b>A</b>	Throw to receiver (A)
<b>B</b>	Throw to receiver (B)
<b>X</b>	Throw to receiver (X)
<b>Y</b>	Throw to receiver (Y)
<b>left trigger</b>	Throw to receiver (L)
<b>right trigger</b>	(Pull and hold) Scramble with QB
<b>White</b>	Pump fake
<b>Black</b>	Throw ball away

**Note:** On run plays, the handoff or toss to the running back is performed automatically.

- **ESPN Tip – Throwing the Ball Away**

If none of the receivers are open, and you have no holes to scramble through, it's a good idea to throw the ball away to avoid getting sacked. Just make sure you're outside your offensive tackles when you press **Black** or you may be called for Intentional Grounding.

- **ESPN Tip – Advanced Passing Techniques**

If you want to get the ball to the receiver in a hurry, hold down the pass button for a bullet pass. If you need to throw the ball over a defender, or you want to make the ball easy to catch, tap the pass button for a lob pass. To pump fake to a specific receiver, double tap the button corresponding to that receiver.

- **ESPN Tip – Maximum Passing**

With Maximum Passing enabled (Click the **left thumbstick** button on the Team Select or Choose Sides Screens), you can lead your receiver in any direction using the **directional pad** or **left thumbstick**. For example, if you want to throw the ball in front of a receiver running toward the left side of the screen, simply move left on the **left thumbstick** while passing. Be careful, Maximum Passing is pressure sensitive, and takes a little bit of getting used to. Try using Practice Mode to get more comfortable with it before jumping into a regular game situation, and experiment with switching control to the receiver immediately after the pass is released, then using speed burst to catch up to the ball.

## Rushing Plays / Ballcarrier Controls

### **left thumbstick or directional pad**

**A**

Move the runner

Tap for speed burst / Hold down to charge up power for a move

**B**

Spin move

**X**

Dive / QB Hook Slide

**Y**

Shoulder charge

**Black**

Stiff-arm right

**White**

Stiff-arm left

**right trigger**

Juke right

**left trigger**

Juke left

**right trigger + left trigger**

Lateral

**right thumbstick**

UP: Stutter-step, DOWN: Stop short, LEFT:

Juke left, RIGHT: Juke right

**right trigger**

Pitch the ball (Option plays only)

- **ESPN Tip – Charging Up Special Moves**

To unleash an especially powerful move (like a bulldozing shoulder charge or a bone crushing hit), hold down **A**. When your player's control circle fills and flashes red, you can release **A** and press any special move button to perform an ultra-effective move. Since tapping **A** causes your player to run faster, holding down **A** to charge up involves a tradeoff. You're momentarily sacrificing foot speed to prepare a dominating move for your oncoming adversary.

## Offensive Player Control (Non- Ballcarrier)

<b>left thumbstick or directional pad</b>	Move player
<b>A</b>	Tap for speed burst / Hold down to charge up power for a move
<b>B</b>	Switch player
<b>X</b>	Dive / Chop block
<b>Y</b>	Wave for the pass
<b>Black</b>	Juke right
<b>White</b>	Juke left
<b>right trigger</b>	Juke right
<b>left trigger</b>	Juke left

## After Play Completion

<b>B</b>	Hurry up offense (defaults to last play and automatically displays the Audible Menu)
<b>X</b>	Hurry to spike the ball

## Defense:

### Prior to the Snap

<b>left thumbstick or directional pad</b>	Move player
<b>A</b>	Switch player
<b>B</b>	Bring up / Dismiss Audible Menu
<b>X</b>	Blitz selected player
<b>Y</b>	Switch back to previous player
<b>right trigger</b>	(Pull and hold) View players' fatigue levels
<b>left trigger</b>	(Pull and hold) View defensive assignments
<b>BACK</b>	Timeout
<b>right thumbstick</b>	RIGHT: Shift defensive linemen to the right, LEFT: Shift defensive linemen to the left, UP: Spread defensive linemen out, DOWN: Pinch in defensive linemen in

### Hold down **White** + **right thumbstick**

RIGHT: Shift linebackers to the right, LEFT: Shift linebackers to the left, UP: Spread linebackers to the outside, DOWN: Bring linebackers inside

RIGHT: Assign DB's Outside Coverage technique, LEFT: Assign DB's Inside Coverage technique, UP: Assign DB's Off Coverage, DOWN: Assign DB's Tight Coverage

### Hold down **Black** + **right thumbstick**

#### • ESPN Tip – Switching Defenders

To quickly switch to a defensive player before the snap, hold down **A** or **Y** and press the **left thumbstick or directional pad** in the direction of the player you wish to control.

• **ESPN Tip – Hot Blitz**

You can also assign a “Hot Blitz” to any of your defenders by pressing **X** when you are control of him before the snap of the ball. When you give a player the “Hot Blitz” command, he will blitz the nearest gap ahead of him.

Defensive Audible Menu

**left thumbstick or directional pad**

**A**

**B**

**X**

**Y**

**Black**

**White**

**right trigger**

**left trigger**

**BACK**

**LEFT/RIGHT:** Cycle available audibles

Select Audible (A)

Dismiss Audible Menu

Select Audible (X)

Select Audible (Y)

Flip defensive assignments

Return to original play

Select Audible (R)

Select Audible (L)

Timeout

After the Snap

**left thumbstick or directional pad**

**A**

**B**

**X**

**Y**

**right trigger**

**left trigger**

**Black**

Move player

Tap for speed burst / Hold down to charge up power for a move

Switch player

Diving tackle

Intercept or bat the pass

Intercept pass

Block pass

Linebacker strafe

Defensive Lineman Moves

**right trigger**

**left trigger**

**Black**

**White**

Swim move

Club move

Spin off of blocker

Rip (uppercut under blocker's arm)

• **ESPN Tip – Know Your Defense**

When choosing a defensive play, it's extremely important to understand the situation and know which players and which coverages are appropriate for that play. There are three choices that need to be made before your team sets up on the field. Here's a quick breakdown:

**#1 - Personnel**

Your first choice will be selecting what types of players to put out on the field. Here's a quick rundown of your basic packages:

- **Goalline** – 5 Linemen, 3 Linebackers, and 3 Defensive Backs. The Goalline defense is best used in stopping short yardage running plays. However, the linebackers may be too slow to keep up if they have to cover a receiver on a pass.
- **4-3** – 4 Linemen, 3 Linebackers, and 4 Defensive Backs. This is a balanced defense and is a good selection in situations where the offense may run or pass.
- **Nickel** – 4 Linemen, 2 Linebackers, and 5 Defensive Backs. More DB's means this formation is a good selection when the offense is likely to pass.
- **Dime** – 4 Linemen, 1 Linebacker, and 6 Defensive Backs. This defense is best used to in long yardage situations where the offense is almost certain to pass.
- **Prevent** – 3 Linemen, 1 Linebacker, and 7 Defensive Backs. The Prevent defense is generally reserved for extremely long yardage situations, as it essentially concedes the short gain to keep the other team from breaking off a huge play.

**Note:** Some teams may have slightly different initial defensive packages such as the 3-4, the 46, or the Bear. Take your favorite team into Practice Mode to see what their defensive scheme includes.

## #2 – Fronts

Once you've selected who will be out on in the field, it's time to figure out what they'll be doing, beginning with the defensive line. Scroll through the various fronts to see your options. Think the other team will be running it up the middle? Try "All In", which brings all the linemen in and clogs up the middle. Want one of your linebackers to blitz? Use "Fan" to open up the line a little bit and give him some space to get through. There are several more available. It's up to you to decide what to do based on the situation.

## #3 – Coverages

Now that the linemen have jobs, it's time to decide what everyone else will be doing. There are four basic assignments you'll see given to the linebackers and defensive backs, which are as follows:

- **Bump 'n' Run** – Designated in the play diagram by a T or upside-down T. The defender will play close to the receiver coming off the line and give him a little bump to try and throw off his timing.
- **Man** – Designated in the play diagram by a short line. The defender will stick with his man regardless of where he goes. Man coverages give your defense a little more freedom to be aggressive, but make sure your backs are talented enough to cover their man one-on-one.
- **Zone** – Designated in the play diagram by an orange circle. The defender will stay in his general zone rather than stick with a specific man. Zone coverages are a bit safer than man coverages, as you've typically got someone else to pick up the slack if one man gets beat.
- **Blitz** – Designated in the play diagram by a longer line extending through the line of scrimmage. Blitz a player or two if you think you know which hole the offense will run

through or you want to put pressure on the QB. Just remember that you may weaken your pass coverage or your run containment.

Learn which types of plays are best suited for which types of situations. The better you know your defense, the better your chance of shutting the other team down when it counts most.

You can find some more in-depth information on the specifics of defensive plays in the game's Reference Guide that can be found in Practice Mode.

## **Special Teams:**

Kicking Team

**left thumbstick or directional pad**

**A**

Aim Kick Arrow

Press once to activate the Kick Meter.

Press a second time to set the kick power and kick the ball

**B**

Bring up / Dismiss Audible Menu

Receiving Team

**B**

Down the ball in the endzone (press immediately after catching the ball).

**Y**

Call fair catch (press before you catch the ball)

**Note:** If you receive the ball deep in the endzone, the CPU will automatically down the ball if you do not take control of the player and run it out. If you are near the goal line, the CPU WILL automatically run it out, so make sure to take control and down it yourself if you don't want to make a return.

## **PAUSE MENU**

You can pause the game at any time to access the Pause Menu, or to just take a break from the action.

- To pause the game, press **START** during gameplay, and the Pause Menu will appear.
- To return to the game from the Pause Menu, simply highlight the Resume option and press either **START** or **A**.

## **Replay**

Step into the broadcast booth for a few moments to run the film on the last play.

- To call up the Replay Help Menu press **X**.
- To Play and Pause, press **A**.
- To Rewind and Fast-Forward, pull the **left** and **right triggers**.
- To pan the camera, move the **left thumbstick** in any direction.
- To move the Camera Aiming Reticule, press the **directional pad**.
- To Zoom In and Out, press **Y** and **B**.

- To return to the Pause Menu from the Replay Screen, press **START**.
- To save a replay in memory, simply click the **left thumbstick button** while viewing a replay to bring up the Save Replay Screen.

### Timeout

Both teams begin each half of the game with three timeouts. Take a timeout when you need to stop the game clock, whether it is needed to change up your strategy or to intelligently manage the time remaining.

### Challenge

Not happy with the referee's ruling? Select Challenge to send him to the replay booth.

- Select the aspect of the play you'd like to challenge and press **A** to select it.
- **Warning! Once you view a play in replay mode, you will be unable to challenge that play.**

### Game Cast Stats

View the Play By Play, Team Stats, and Player Stats here.

- Pull the **left** or **right trigger** to toggle between the Play By Play, the Team Stats, and the Player Stats.
- On the Play By Play Page, press **Black** or **White** to change the Quarter.
- On the Player Stats Page, press **Black** or **White** to change the category: Passing, Rushing, Receiving, Defense, Kicking, Punting, or Special Teams.

### Game Plan

Game Plan accesses the Depth Chart, Substitutions, Injuries, Defensive Matchups and the Audible Manager.

#### ⇒ Depth Chart

The Depth Chart Screen shows each player's ratings and their current fatigue level.

- To switch the player position list, pull the **left trigger** or the **right trigger**.
- To substitute someone for your starter, highlight each player and press **A** to put a check mark next to their name. The substitute will replace the starter on the next play.

**Note:** The Depth Chart only allows you to substitute a player who plays the same position as the person you take out.

#### ⇒ Substitutions

The Substitution Screen gives you a lot of control when substituting. You can substitute by Formation or Package, and you can sub in a player whose natural position isn't the same as the player you take out (a Fullback going in for a Halfback for a short yardage run, for example).

To substitute for a player:

- Pull the **left** or **right trigger** to toggle between "By Formation" and "By Package".
- Press **Black** or **White** to change the Formation or Package.
- Highlight the player you wish to substitute for and press **A**. The Select Replacement Player Screen appears.
- Highlight the replacement player and press **A**.

#### ⇒ Auto Substitutions

Set the substitution settings here.

- **Auto Sub Out** – Sets the fatigue level at which a player will be subbed out.
- **Auto Sub In** – Sets the fatigue level at which a player will be subbed back into the game.
- **Injury Status** - This is the minimum injury status that a player can play in the game: Healthy, Probable, Questionable, or Doubtful.
- **On The Fly Sub** – When set to Position, the user's offense substitutes player by player when performing On The Fly Substitutions on the Formation Select Screen. When set to Package, the user's offense substitutes multiple players at once, based on Package lineups.

#### ⇒ **Injuries**

It's an unfortunate part of the game, but as the contest progresses, injuries may occur. The Injuries Screen gives you a quick summary of all the players who are hurt and how long they are expected to be out of action.

#### ⇒ **Defensive Matchup**

To maximize your defense's effectiveness, assign your best defenders to cover the offense's most dangerous players. In some cases, you may even want to have two of your defensive players double team a particularly dangerous receiver.

To double team a receiver:

- Highlight a receiver.
- Press **A** to check the Double Team box to the right of the receiver's name.

To assign a defender to a receiver:

- Highlight a receiver.
- Highlight the "Add Defender" box two spaces to the right of the receiver's name.
- Press **A** or **Y** to toggle forward or backward through your available defenders.

**Note:** Keep in mind that the defensive player will only cover his assigned man if he is in man coverage. When in zone coverage, he'll stick to his designated area.

#### ⇒ **Audible Manager**

You have immediate access on the field to just three audibles, so you should make certain they are plays you know and execute well. With the Audible Manager, you can select what these three audibles will be for each Formation. At the Audible Manager Menu, choose Offense Audible, Defense Audible, or Offense No-Huddle.

To set your audibles:

##### **Offense Audible and Defense Audible:**

- Select the formation.
- Select the audible to replace.
- Pick a new play to assign to the audible.
- Press **B** to back out.

##### **Offense No-Huddle:**

- Select the audible to replace.
- Select a formation.
- Select a new play to assign to the audible.

- Press **B** to back out.

## Options

Change the game's options, including the camera and which team you're in control of.

### ⇒ Crib Cheats

If you've managed to unlock some game cheats, you can activate them here.

### ⇒ Camera Selection

Adjust the camera for your ESPN NFL FOOTBALL style of play. Some selections are better suited for playing the game and some are better suited for coaching only. Check out all the options and find the settings that work best for you.

- **Camera** - Choose from five broadcast camera styles: STANDARD, FAR, SIDE, ISO (angled), BLIMP, or CUSTOM.
- **QB Pivot Mode** - When ON, the camera pivots to follow the moves of the quarterback when he has the ball.
- **Runner Pivot Mode** - When ON, the camera pivots to stay centered on the moves of the ballcarrier.
- **Pass Play Zoom Out** - When ON, the camera zooms out after the snap to show all eligible receivers, then zooms in when the pass is released to focus on the target receiver and the catch.

### • ESPN Tip – Pass Play Zoom Out

Having trouble making reads on your wide receivers near the sidelines? Turn the Pass Play Zoom Out option ON for a larger view that encompasses the entire field and allows you to see all eligible receivers in order to make more accurate reads.

CUSTOM Camera Sliders (for use with the CUSTOM camera selection):

- **Camera Distance** – Use this slider to customize the camera's distance from the action.
- **Camera Angle** – Sets the camera's angle to the action.
- **Camera Height** – Sets the camera's height above the field.

### ⇒ Choose Side

You can access the Choose Side Screen during a game to switch control from one team to the other, or to allow newcomers to join the game in progress. The Choose Side Screen functions similarly to the Team Select Screen.

(See all other options categories under Options on page 38).

## Quit

Quit playing the current game in progress. When you choose QUIT from the Pause Menu, a series of Quit options appear.

- **Cancel** - Return to the Pause Menu without quitting the game.
- **Quit** - Quit the game in progress and return to the Main Menu.
- **Rematch** - Quit the current game and immediately start a new one between the same two teams with the same game settings. (This option is only available in Quick Game Mode).

- **Simulate to End** - Quit the game in progress but have the remainder of it computer simulated. All individual and team stats will be compiled and recorded. (This option is only available in Franchise, Season, and Tournament Modes).

## FIRST PERSON FOOTBALL™

First Person Football™ is a single player mode that puts you right inside the game by allowing you to play from the perspective of one the players on the field. The controls for First Person Football™ are much the same as in the regular gameplay mode, with the exception of the following exceptions:

Before and after the snap:

<b>right thumbstick</b>	LEFT: Look left, RIGHT: Look right
<b>White</b>	On defense: Locate the man you are assigned to cover
<b>right trigger or left trigger</b>	Hold down to perform Hot Routes (on offense) or Defensive Shifts (on defense)

After the snap:

<b>right thumbstick button</b>	(Click) Initiate temporary “slowdown” mode
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After the tackle:

<b>right thumbstick button</b>	(Click) View an action replay of the last play
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- When playing in First Person Football™, you may notice red arrows on the sides of the screen. These arrows represent oncoming opponents just outside of your peripheral vision. Use these arrows to sense and avoid your adversaries.

## THE CRIB

You can use the **left thumbstick** to look around your crib at the items you've unlocked, or you can press **START** to access the Crib Menu.

### CRIB MENU

#### ⇒ User Card

Each category shows how many items you have unlocked by achieving various milestones

- Big Play Milestones: Awesome plays made during a game.
- Single Game Milestones: Single game records.
- Career Milestones: Statistical totals over the course of a number of games.
- Primetime Milestones: Unbelievable single game achievements.
- Timelock Milestones: Simply spending time playing the game.
- Menu Milestones: Exploring menus in the game.

#### ⇒ Crib Item Catalog

This screen lists the items you've unlocked in your crib.

- Pull the **left trigger** or **right trigger** to switch areas of the crib.
- Move up or down on the **left thumbstick** or the **directional pad** to highlight a Crib Item.
- Move left or right on the **left thumbstick** or the **directional pad** to cycle through the available options for each Crib Item.

#### ⇒ **Unlocked Items**

This screen lists the items you've unlocked in the game.

- Pull the **left trigger** or **right trigger** to cycle through the Milestone Categories.

#### ⇒ **User Stats**

This screen has a wealth of statistics on your performance.

- Pull the **left trigger** or **right trigger** to toggle between Career Stats, Game Stats, and Play Stats.

#### ⇒ **Milestone Info**

This screen tells you how each type of milestone is achieved.

- Pull the **left trigger** or **right trigger** to cycle through the Milestone Categories.

#### ⇒ **Save User Record**

Enables you to save your record to an Xbox Memory Unit or the Xbox Hard Disk.

### **Looking around your Crib**

In your crib, there are five objects that can be interacted with: the air hockey game, the paper football table, the jukebox, the home theater, and the trivia machine.

To use an object:

- Move around using the **left thumbstick**, and face an object you wish to use.
- Press **A** to call up an Object Selector Icon.
- Move left or right on the **left thumbstick** to change objects when more than one are available.
- Press **A** again to select the object.

Or

- Press **B** if you wish to dismiss the Object Selector Icon.

### **Air Hockey** (unlock first)

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left thumbstick** to move your paddle.
- Use the **right thumbstick** to move your paddle forward to shoot. The paddle will automatically return to its starting point when you re-center the **right thumbstick**.
- Pull the **right trigger** to center your paddle in front of your own goal.

### **Paper Football** (unlock first)

This schoolyard favorite is always fun. You have four taps to get the “football” on, but not over, the opposite edge of the table. The player who has the lead after four minutes wins.

To advance up the field:

- Move down on the **left thumbstick** to set the power of your tap.
- Press **A** to tap the football.

To flick the field goal:

- Press **A** when the Moving Football Icon is centered over the image of the uprights.

### **Jukebox**

Play any of the tunes you've unlocked here.

- Move the **left thumbstick** side to side to switch between the Disc Select Menu and the Now Playing List.
- Press **X** to view the Help Menu.

#### Disc Select Menu

<b>left thumbstick or directional pad</b>	Select Track / Switch to Now Playing List
<b>A</b>	Add Track to Now Playing List
<b>B</b>	Return to Crib Menu
<b>White and Black</b>	Toggle between Shuffle, Repeat, and Normal
<b>right trigger</b>	Cycle forward one Disc
<b>left trigger</b>	Cycle backward one Disc
<b>START</b>	Play / Pause

#### Now Playing List

<b>left thumbstick or directional pad</b>	Select Track / Switch to Disc Select Menu
<b>A</b>	Play Track
<b>B</b>	Return to Crib Menu
<b>Y</b>	Remove Track from Now Playing List
<b>White and Black</b>	Toggle between Shuffle, Repeat, and Normal
<b>right trigger</b>	Select next Track
<b>left trigger</b>	Select previous Track
<b>START</b>	Play / Pause
<b>right thumbstick</b>	Move Tracks in the Now Playing List

### **Trivia Machine** (unlock first)

Test your knowledge of the game! Play alone or with up to three friends!

- Press **A** to begin entering your name.
- Press left or right on the **left thumbstick or directional pad** to highlight a different character.
- Press up or down on the **left thumbstick or directional pad** to change the highlighted character.
- Press **START** to advance to the game.
- Press the button corresponding to your answer before time expires for each question.
- After the ten questions are up, the player with the most correct answers wins.

### **Home Theater** (unlock first)

View different videos in your own Home Theater.

- Use the **left thumbstick** or the **directional pad** to highlight the video you wish to view.

- Press **A** to view the video.

## CHOOSING A GAME MODE

Selecting Game Modes from the Main Menu give you access to the following four modes: Franchise, Season, Tournament, and Situation.

### FRANCHISE

Take total control of your favorite team year after year. As the General Manager, you'll make the front office decisions such as free agent signings, player scouting combines, drafts, and coaxing players out of retirement. You also play the role of coach and take care of business down on the field.

#### Franchise Options

- **First Person Football™** - Set this option ON to play all of your games from the perspective of one of the players on the field.
- **Fantasy Draft Roster** – To take part in a Fantasy Draft before beginning your Franchise session, you must set this option to ON. The Fantasy Draft allows you to select 53 players round by round to build the ultimate team from the best players in the league.
- **Customize League** – With this option set to ON, you can customize the league by moving any team, including a created team, into any conference or division you wish.
- **Preseason Games** – Set this to ON if you want to take part in the five-week preseason at the start of each year, or OFF to start playing from the first game of the regular season.
- **Trade Deadline** – If you want to continue making trades and other transactions beyond the standard NFL trade deadline period, set this option to OFF.
- **Owner Firing** – With this ON, you may be fired as coach if you don't live up to the team owner's expectations.
- **Edit Rookies** – With this ON, you can edit the incoming rookies during the NFL Combine period of the off-season.
- **Auto Draft Players** – Set this option to User if you'd like to handle your team's draft decisions. Set it to Assistant Coach if you'd like the draft decisions made for you.
- **Auto Sign Draft Picks** – Set to User to control contract negotiations with your rookie draft picks. Set to Assistant Coach to have it taken care of for you.
- **Auto Re-sign Players** – Set to User to control re-signing players at the end of their contracts. Set to Assistant Coach to have re-signings handled for you.
- **Auto Sign And Cut** – Set to User if you want to scour the free-agent wire and negotiate contracts with available players, as well as cut players when necessary to keep the team payroll under the salary cap. Set to Assistant Coach to have it performed automatically.
- **Auto Update Depth Chart** – Your assistant coach will keep an eye on injuries, as well as battles for first and second-string positions, making sure the depth chart is updated accordingly so that your best players are always out on the field.

#### Customize League

If you set the Customize League option to ON, this screen precedes the Team Select Screen. Here you can customize the league by moving any team, including a created team, into any conference or division you wish.

To customize the league:

- Use the **left trigger** or **right trigger** to select the conference.
- Move the **left thumbstick** or **directional pad** to highlight a team you wish to move, then press **A** to access the scrolling arrows, which will allow you to cycle through the other teams.
- Move the **left thumbstick** or **directional pad** until you find the team you wish them to swap spots with, then press **A** to select. The teams will switch places.

### **Team Select**

At the Team Select Screen, you can select how many teams you want to own and operate. You can base your choice on personal favorites or stats and rankings, which are displayed for every team.

- Use the **left thumbstick** or **directional pad** to highlight teams.
- Press **A** to mark them.
- Press **START** to advance.

### **Fantasy Draft**

If you set the Fantasy Draft Roster to ON, you'll have the chance to select your players here.

- Use the **left** or **right trigger** to view the players available at each position.
- Use **Black** or **White** to view the draft picks of other teams.
- Click the **right thumbstick button** to view Player Cards.
- Highlight a player's name and press **A** to draft him.
- Press **START** to have the remainder of your picks drafted for you.

### **COACH'S DESK MENU**

Coaching an NFL franchise is a seven-day-a-week job. While coaches may bask in the spotlight on Sundays, they spend the rest of the week on the practice field or here, at the Coach's Desk. This is where you conduct transactions, create and evaluate game plans, track player stats, and more.

- If you are playing Franchise with more than one team, press the **left trigger** or the **right trigger** to switch teams.

### **Play Games / Email**

This organizer allows you to check your emails from the rest of the team's organization and to simulate and play your team's games.

- Press **Black** or **White** to switch between the Inbox, the Team Schedule, and the Weekly Schedule.

#### **⇒ Inbox**

Check your emails for info on your coaching.

- Use the **left thumbstick** or **directional pad** to highlight emails.
- Press **A** to read them.
- Some emails will display links to game menus. Press the corresponding buttons to access the menus.

#### **⇒ Team Schedule**

View the monthly schedule for each team.

- Pull the **left** or **right trigger** to select a team.

- Highlight a game with the **left thumbstick or directional pad**.
- Press **A** to place or remove a check mark next to your games. The check mark means that you wish to play the game.
- Press **START** to simulate or play games.
- Once you've finished all of the games in the week, click the **right thumbstick button** to watch the week's NFL Primetime highlights.
- When you're finished playing all of the games in the preseason or regular season, press **START** to advance to the next round.

#### ⇒ **Weekly Schedule**

View the league-wide weekly schedules.

- Pull the **left or right trigger** to select the week.
- Highlight a game with the **left thumbstick or directional pad**.
- Press **A** to place or remove a check mark next to your games. The check mark means that you wish to play the game.
- Press **START** to simulate or play games.
- Once you've finished all of the games in the week, click the **right thumbstick button** to watch the week's NFL Primetime highlights.
- When you're finished playing all of the games in the preseason or regular season, press **START** to advance to the next round.

#### **Player Contracts** (During Offseason: Retirement, Re-Signing, and Rookie Signing)

This is a shortcut to the Player Contracts Screen. For more info, see Contracts below under Front Office.

#### **Free-Agent Wire** (During Offseason: Free Agency)

The Free-Agent Wire Screen is where you bid for the available free agents. (For more info, see Free-Agent Wire on page 29).

#### **NFL Combine** (During Offseason: NFL Combine)

The NFL Combine is where you scout prospective draft picks. (For more info, see the NFL Combine on page 30).

#### **Draft** (During Offseason: NFL Draft)

The NFL Draft Screen is where you'll draft college players to strengthen your team. (For more info, see the NFL Draft on page 31).

#### **Front Office**

The Front Office is where player personnel decisions are made. You can negotiate contracts, initiate trades with other teams, place your players on the trading block, and field offers as they come in. To begin wheeling and dealing, choose a Front Office option.

#### ⇒ **Playoff Picture** (Week 10 - Week 22 (Pro Bowl))

This screen shows you the teams competing in (or headed to) the playoffs.

- Press **Black or White** to toggle the conference.

#### ⇒ **Franchise Status**

This screen shows how your team is doing, what your team goals are, and how the team owner feels about your performance.

## ⇒ Contracts

A contract determines a player's salary and how long he is committed to the team. When negotiating terms, you'll need to take into consideration how much money the franchise can afford to pay the player while staying under the salary cap, as well as how many good years he has left.

To re-negotiate a player's contract:

- Highlight the player whose contract you wish to re-negotiate, then press **A** to view the Contract options.
- Highlight "Re-Negotiate Contract," then press **A** to advance to the Sign Contract Screen.
- On this screen, the "Cap Room" figure shows the amount of money you can afford to pay the player. The "Wants" figure shows the player's salary demands, and the "Interest" bar represents how much interest the player has in your offer, which appears just below the bar.
- Adjust the Salary and Contract Years by moving the **left thumbstick** or the **directional pad** right or left until you think your offer is fair based upon the player's wants and your needs, then press **START** to officially make the offer.
- The player will then either accept or decline the offer. If he agrees to the terms, an acceptance message appears and you return to the Player Contracts Screen. If he declines, you are returned to the Sign Contract Screen, where you can modify your offer and continue the negotiations if desired.

To release a player to free agency:

- At the Player Contracts Screen, highlight the player you wish to drop from your roster, then press **A** to view the Contract options.
- Highlight "Release To Free Agency," then press **A** again. The player will move from your roster to the free agent pool.

To sign a free agent to your roster:

- At the Player Contracts Screen, press **White** or **Black** to toggle through the various teams to FREE AGENTS.
- Highlight a player you wish to sign to your roster, then press **A** to view the Contract options.
- Highlight "Negotiate Contract," then press **A** again to advance to the Sign Contract Screen.
- Negotiate the free agent's new contract in the same manner you would re-negotiate a current player's existing contract (seen above).

To place a player on the trading block:

- At the Player Contracts Screen, highlight a player you are considering trading, then press **A** to view the Contract options.
- Highlight "Place on Trading Block," then press **A** again. The player will appear on the Player Trading Block Screen, and he also remains on your roster.
- If another team is interested in trading for that player at any time during the season, that team will make its interest known on this screen. Cycle through the various teams often to see if any have made an offer. (See Trading Block on page 23 for more details).

To begin a player trade:

- At the Player Contracts Screen, highlight a player you are ready to trade, then press **A** to view the Contract options.
- Highlight “Begin Trade,” then press **A** again. The Player Trade Screen will appear with that player already set up to be offered in a trade. See Trades below for further details.

To assign a number to a player:

- Highlight the player whose number you wish to change, then press **A** to view the Contract options.
- Highlight “Assign Jersey Number” the press **A**. An Virtual Keyboard will appear for you to enter the new jersey number on.
- Enter the number by highlighting keys and pressing **A**, and then press **START** to accept the number.

⇒ **Trades** (Offseason Free Agency – Week 6)

The players you have on your team today may not necessarily be the perfect squad to carry you to a Super Bowl victory at the end of the season. Chances are you'll have to improve your team through player acquisitions to reach the next level.

To make player trades:

- At the Player Trade Screen, highlight a player you are ready to trade, then press **A**. The player will then appear in your trade offer.
- Press **White** or **Black** to select the team you want to trade with, then highlight the player(s) you wish to trade for and press **A** to add them to the offer.
- Each team may offer up to three players or draft picks in one trade. Each team's available draft picks are listed in a separate section when toggling between the various positions on the team (with the **left trigger** or the **right trigger**). As you set the trade, the interest bar shows the other team's interest in your offer.
- To remove any player from the trade offer, highlight him again in the roster list and press **A**.
- When you think the offer is fair, press **START**, then select YES to make the offer. If the other team accepts, the players will switch teams. If the offer is rejected, you may receive a counter offer in return, which you can then accept or modify to your liking. If the original offer is flat out rejected, you can make some changes and try again, initiate a trade with another team, or wait until later in the season to give it another go.
- Also keep in mind that the entire process can be initiated in reverse using the same method. You can search through teams until you find a player (or players) that you want to trade for, add them to trade, and then figure out which players on your team you want to give up in return.

⇒ **Trading Block** (Offseason Free Agency – Week 6)

If you have a valuable player or two who you don't need that much, you can put them on the Trading Block to see what other teams will offer in trade for them.

To place a player on the trading block:

- Press **A** to view your team roster.
- Pull the **left** or **right trigger** to change the player position listed or to access trade picks you're willing to offer.
- Highlight a player you'd like to place on the block, and then press **A**. The player will appear in the trading block slot, although he also remains on your roster.

- To remove a player from the trading block, highlight him in his trading block slot, then press **A** and select the “Withdraw Item” option.
- If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen. Highlight your player and press **A** to view the offers.
- To look at a particular offer, highlight it and press **A**. The Player Trade Screen appears displaying the complete offer.
- Weigh the benefits and drawbacks of the offer, and press **START** to give an answer.
- Select YES to accept the offer or NO to reject it.

⇒ **Rookie Scouting** (Week 7 - Draft)

Check out information about the players that will be available in the upcoming NFL Draft.

⇒⇒ **Rookie Report**

The Rookie Report shows the most promising draft recruits (by position) for the coming year.

- Pull the **left or right trigger** to change the list by player position.
- Press **Y** to sort by the highlighted category.
- Click the **right thumbstick button** to view more in-depth data on the player.

⇒⇒ **The Big Board**

This screen shows which players’ stock is rising, falling, or hovering. A green arrow pointing up means that the player’s stock is rising (as he has been performing well for his college). A yellow horizontal arrow, means that the player’s stock is hovering (staying the same). A red arrow pointing down means that the player’s stock is falling.

⇒⇒ **The Mock Draft** (Available after the end of the regular season)

The Mock Draft is a pretend draft performed by experts that gives a hint how highly regarded each recruit is.

⇒ **Team Needs**

The Team Needs Screen is where your team roster is broken down into player positions, showing how many players you have and which types of players you need.

⇒ **Player Progress** (Week 1 – Week 3)

Look here to find out which of your players are improving and which players are on the decline. The numbers at the bottom of the screen show how many points the player has lost or gained from each attribute.

⇒ **Power Rankings** (Preseason – Pro Bowl)

This screen lists all the teams in the league in the order how well they’re playing. Teams that are struggling will be at the bottom of the list, while teams that are dominating their opposition will be found at the top.

⇒ **Pro Bowl Votes** (Week 7 – Pro Bowl)

The fans choose the players who have the honor of playing in the Pro Bowl. The Pro Bowl Votes Screen shows which players at each position have received the most votes for the Pro Bowl.

⇒ **Awards** (Week 1 – Pro Bowl)

See each week's Primetime players and the season and Super Bowl award winners.

### **Gameplan**

While the decisions you make in the Front Office focus on franchise-building and long-term goals, the decisions you make here focus on your next football game.

#### **⇒ Depth Chart**

Set up your players in the order in which you want them to enter the game. If your team suffered an injury, choose the replacement. If a starter is not performing to your standards, bench him and start the second-stringer in his place. It's all up to you, but remember, if you want to, you can also allow the assistant coach to handle the Depth Chart.

To reorder players in the Depth Chart:

- Highlight a player whose rank in the order you wish to change, then press **A** to place a check by his name.
- Highlight the player whose position you wish to switch with the checked player, then press **A** again. The two players will swap spots in the order.

#### **⇒ Scouting Report (Preseason – Pro Bowl)**

The Scouting Report Screen gives you information about the team you face next, including their stats, key injuries, and their dangerous players.

#### **⇒ Injury Report**

As the season progresses and player injuries amass across the league, the Injury Report gives you a quick summary of all the players who are hurt and how long they are expected to be out of action.

#### **⇒ Coach Gameplan**

Every coach has a different approach to the game, and his gameplan is a direct reflection of that. Set up your gameplan the way you think the game should be played, and your team will not only train to become more proficient in that style, but their play on the field will be affected as well.

- **Offense: Run / Pass** – Determine whether your team's offense is weighted more toward the run or the pass.
- **Pass: Short / Deep** – Decide if you want your team's offense geared more toward quick passes for short gains, or if you want to go all out and rely more on the long bomb.
- **Run: Outside / Inside** – Determine whether you want your team to pound it up the middle, or call outside running plays that require speed rather than power.
- **Defense: Run / Pass** – The further this slider is to the left, the more run defense plays your team will call; the further it is to the right, the more pass defense plays they'll call.
- **Defense: Man / Zone** – Decide if you want your defense to call more man coverage or zone coverages on defense.
- **Blitz** – If you want to see your team blitz more often, crank this slider up.
- **Cover: Short / Deep** – Determine whether you want your defense geared more towards stopping short passes or the longer ones.

#### **• ESPN Tip – Altering Your Gameplan Wisely**

Setting your gameplan options to the appropriate levels is an important task. Be sure to consider your personnel. Is our team full of talented defensive backs? Weight your

“Defense: Man / Zone” slider towards the left to take advantage of their athleticism and play a little more aggressively. Does your team have a power back like Jerome Bettis, or a finesse back like Warrick Dunn? This should affect the way you set your “Run: Outside/Inside” slider. Does your team have a QB with a strong arm to go along with a talented and speedy wide receiver corps? Then set your “Pass: Short / Deep” passing slider to the right and let your team throw long bombs all game. Knowing your team’s strengths and weaknesses and building the gameplan around them can make a big difference and cause you have a great season instead of just a good one.

#### ⇒ **Playbooks / Substitutions**

With the Playbook Manager, you can create a custom playbook for your franchise made up of all your favorite plays from any team in ESPN NFL FOOTBALL. The basic plays necessary to play a game will be automatically added to your playbook if you do not include them, but be sure to pick out a wide variety of plays that will cover every possible situation that you might encounter out on the field.

#### ⇒⇒ **Manage Playbook**

Manage Playbook allows you to create two separate books worth of plays: Book A and Book B. Highlight one of them and press **A**. For your playbooks, you have two options for your starting point:

- **Create Default Book:** Your starting playbook will be the generic playbook, and you can edit it from there, adding plays that you like from other teams.
- **Create Book from Team:** You can select any team’s playbook as your starting playbook, and edit it as you please.

#### ⇒⇒⇒ **Edit Playbook Screen**

To remove a play or formation:

- Highlight it and press **Y**.
- Select YES to confirm and press **A**.

To add a play or formation

- Press **A** to access the Add Plays Screen.
- Press **A** to mark desired plays and formations.
- Press **START** to add them to your Playbook.

**Note:** Remember to save your Playbook. You can use the playbook without saving it to a memory unit or the Xbox Hard Disk, but you will lose it as soon as you power down your Xbox video game console.

#### ⇒⇒ **Manage Audibles**

Audible Manager allows you to choose your teams audibles for offense, defense, and no-huddle situations. (For info on how Audible Manager functions, see page 14).

#### ⇒⇒ **Manage Substitutions**

Manage Substitution gives you the ability to select the players that you want in for each formation.

To substitute one player for another:

- Use the **left** or **right trigger** to toggle between substituting “By Formation” and “By Package”
- Use **Black** or **White** to select the formation or package.
- Highlight the player and press **A**.
- Highlight their replacement and press **A**.

#### ⇒⇒ Load Playbook

Load your Playbook from the hard disk or a memory unit here.

#### ⇒⇒ Save Playbook

Save your Playbook to the hard disk or memory unit here.

#### ⇒ Coach’s Card

The Coach’s Card tracks the performance of your franchise’s coach and records stats in a number of different categories with a clear emphasis on winning and results. Use this screen to gauge your performance as coach and general manager over the course of your Franchise session.

#### Statistics (Preseason – Pro Bowl)

If you like sports, then you love stats, and we’ve provided enough here to keep you occupied until it’s time to begin preparing for your next game. Sort the stats on each screen by highlighting the column and pressing **Y**.

#### ⇒ Team Stats

Check out how your team’s performance on the field compares with any other team throughout the season.

#### ⇒ Player Stats

View individual player stats for your franchise or any other team in the league. Stats are compiled after each game and are broken down into the following position-based categories (Passing, Rushing, Receiving, Defense, Kicking, Punting, and Special Teams).

- Use the **left trigger** or **right trigger** to change the stat category.
- Use **Black** or **White** to change the team shown.

#### ⇒ Season Stats (Playoffs – Pro Bowl)

View the compiled player stats for the season thus far.

- Use the **left** or **right trigger** to change the stat category.
- Use **Black** or **White** to change the team shown.

#### ⇒ League Leaders

Shows the league leaders in each position-based category.

- Use the **left** or **right trigger** to change the stat category.

#### ⇒ Rookie Watch (Week 1 – Pro Bowl)

Rookie Watch shows the top rookies in the league by position-based category.

- Use the **left** or **right trigger** to change the stat category.
- Use **Black** or **White** to change the team shown or to select “All Teams”.

### ⇒ Team Standings

Shows each team's win-loss record.

- Pull the **left** or **right trigger** to change the conference.

### ⇒ Awards (Preseason – Pro Bowl)

See each week's Primetime players and the season and Super Bowl award winners.

- Pull the **left trigger** or the **right trigger** to cycle through the award categories (Primetime, Season, and Super Bowl).
- Use **Black** or **White** to cycle through the week (in Primetime) or the award (in Season).

### The Crib™

Go to your crib to unwind from the pressure of the game. Unlock items for your pad, peruse career milestones, play mini-games, or listen to some good music. (For more info, see page 16).

### Options

For the Franchise Options Screen, see page 19.

For all other Options Screens, see page 38.

### Load / Save

This screen allows you to save, load, and delete your Franchise data. (See Load / Save on page 42).

## OFFSEASON TASKS

At the end of NFL season, your job as the general manager is only just beginning. You need to re-sign players, check the free-agent wire, scout rookies at the combine, and draft those prospects who you think will bring your franchise to national prominence.

### Play Games / Email

- Press **Black** to highlight the Off-Season Schedule Screen.

To complete a Task:

- Highlight a Task and press **START** to access the relevant screen (see sections below).

To access the next Task:

- To skip a phase of the Off-Season, highlight the task beneath it and press **START**. An overlay will appear to verify that you want the let the Front Office handle the task for you. Highlight **YES** and press **A**.

### Retirement Negotiations

The wear and tear of multiple NFL seasons takes its toll on your players, and eventually, they'll opt to hang it up. But all is not lost. Occasionally, you can encourage one last tour of duty from a retiring veteran by giving them the right kind of encouragement (read big bucks and minimal years). If your offer is good enough, you just might be able to keep a player around long enough for that last big Super Bowl push.

To try to talk a player out of retirement:

- Press **A** on a highlighted player whose status is listed as "retiring."
- Highlight "Talk out of retirement" and press **A**.

- Try altering dollar amounts and contract length. If there's a chance your player will come back to the team, you'll see his interest increase. (For more info, see Contracts on page 22).
- Press **START** to make an official offer and see if the player is indeed willing to give it one more go.

### Re-Sign Players

See Re-Negotiate a Player's Contract under Contracts on page 22.

### Free-Agent Wire

Every year on June 1st, the NFL opens the Free Agent floodgates, and during the 45 days leading up to the NFL Draft, teams across the league compete for players whose contracts are up. If you want to build a dynasty, nabbing the players that best suit your team's needs is a must. But, like the old saying goes, nothing in life is free, so be prepared to outbid the rest of the league if you want to acquire the most coveted players out there.

- Pull the **left** or **right triggers** to toggle between positions.
- Press **White** or **Black** to toggle between Free Agents, Targets, and Team Needs.
- Use the **left thumbstick** or **directional pad** to highlight the player you're interested in signing.
- Press **A** to make an offer.
- Contract negotiations here work identically to Contracts under the Front Office Menu (see page 22), with one twist. Instead of signing right away, players will hold out for the best offer they can.
- Press **START** to jump to the Targets screen.

#### ⇒ On The Table

If you've given a player an attractive offer, it will appear on his short list (which appears on the bottom left of the Free-Agent Wire Screen). The player's top three offers will appear in this window. After discussing all his offers with his agent, the player will eventually make a choice, so be sure to keep an eye on his other offers and keep yours as competitive as possible in light of your current cap situation.

#### ⇒ Team Needs

Not sure who to pursue? Toggle over to your Team Needs using **White** or **Black** and take a look at positions on your roster that could use a new influx of talent.

#### ⇒ Free Agent Targets

Between days, you'll be able to keep track of whom you're currently bidding on via the Free Agent Target Manager. Once you're happy with all of your offers, you can call it a day, and if you play your cards right, perhaps you'll land some key pieces to your Franchise puzzle.

- Press **START** on the Targets Screen to bring up the Advancement Overlay.
- Highlight **ADVANCE A DAY** and press **A** to advance one day. Use this to make sure that no other teams are planning to outbid you.
- Highlight **ADVANCE TO END** and press **A** to advance to the end of the Free Agency period. Use this when you've given players your final offer and you want them to take it or leave it.

- **ESPN Tip: Editing Rookies**

If you turned Edit Rookies ON in the Franchise Options Screen, you'll now be able to edit rookies during the NFL Combine period.

To edit rookies:

- Back out to the Franchise Menu; select Front Office; select Rookie Scouting; and select Rookie Report. The Rookie Report Screen appears.
- Highlight a rookie and press **A**. On the confirmation overlay, highlight YES and press **A**.
- Edit all attributes as desired by moving the **left thumbstick** or **directional pad** left or right.
- Press **START** to advance through each screen and, when finished, to accept changes and return to the Rookie Report Screen.

### **The NFL Combine**

Each year, the NFL adds to its ranks by introducing a handful of the college elite via the NFL Draft. Finding a diamond in the rough is hardly guesswork though, so once a year, the top scouts get together to evaluate the incoming talent at the 4-day NFL Combine. Here you'll be able to spend time evaluating players, taking your findings into the Draft to help you make the best decisions possible. Some teams already have their minds made up on their rookie prospects, so if you opt not to participate in the Combine, you'll still be able to enter the Draft with basic combine workout info. However, if you're serious about winning, we recommend collecting as many reports as possible on players in needed positions.

#### **⇒ Team Needs**

Not sure who to scout? Toggle over to your Team Needs and take a look at the positions on your roster that could use a new influx of talent.

To evaluate Team Needs during the Combine:

- Press **White** or **Black** to cycle between Team Needs and the Main Combine Screen.
- Upon viewing the Team Needs Screen, pull the **left** or **right triggers** to cycle through positions on the roster.
- Use the **left thumbstick** or **directional pad** to cycle through existing players on your roster.
- Click the **right thumbstick button** when highlighting any player to pull up their Player Card.

To scout a player:

- On the NFL Combine Screen, highlight a player who strikes your interest.
- Press **A** to bring up scouting report types. Each report costs a number of scouting hours, and the more hours you spend, the more accurate your reports. Remember, there are only so many hours in the day, so choose your scouting targets carefully.
- Use the **left thumbstick** or **directional pad** to select one of three report types:

- **Basic Report - Cost: 1 Hour**

Description: This report will give you a basic report on a player's general tendencies.

- **In-Depth Report - Cost: 2 Hours**

Description: A bit more advanced than a basic report, your scouts will not only give you the basic information, but also a quick glance at a player's primary skills for his position.

- **Full Report - Cost: 3 Hours**

Description: If you really want to get a good look at a prospect, there's nothing better than a full report, which includes the most accurate basic report, as well as estimated attributes in all major categories.

⇒ **Combine Scouting Manager**

Once you've finished assigning your scouting hours, press **START** to view your Scouting Manager, which will allow you to make any final adjustments to your schedule. Be sure to make any necessary changes before the day is done.

To reassign scouting hours:

- Highlight a player with scouting hours and press **A**.
- Increase or decrease his scouting hours by highlighting the number of hours and pressing **A**.
- Redistribute extra scouting hours as needed.
- Press **START** to scout the players.

- **ESPN Tip – Efficiently Scouting Players**

You have four days to scout players, and you can scout a player multiple times during the combine, adding to your knowledge of the player. In general, you'll never want to get a full report on a player that you don't know anything about. Spend your first combine day getting one-hour reports of as many players as you can. On subsequent days, spend additional hours on promising players from that group, and then spend the left over hours on more players. Just remember that on day 4, you don't have a "tomorrow", so you'll probably want to spend at least 2 hours on every new player you look at that day.

Once you've finished the Combine, press **B** to return to the Off-Season Schedule Screen.

### **The NFL Draft**

The NFL Draft comes but once a year, and when the big day finally arrives, your managerial prowess will be put to the test. Your choices can potentially make or break the future of your franchise, so be sure you're prepared. Using ESPN NFL FOOTBALL's unique 3-D Draft system, all the info you could ever need will be right at your fingertips, giving you the feeling of being in a real NFL war room as you search for the next blue chip star.

#### **NFL Draft Screen: Draft Candidates**

The default screen in the NFL Draft. Here you can sort available players by position and make a selection.

- Pull the **left** or **right trigger** to cycle to players of a different position.
- Press **Black** or **White** to toggle between Draft Candidates and the Draft Summary.
- Use the **left thumbstick** or **directional pad** to highlight players or stat columns.
- Press **Y** to sort by highlighted column. Press again to sort in reverse order.
- To sort the players by their original order, press **B** to access the Off-Season Schedule Screen, then highlight NFL Draft and press **START**.

- To view a Rookie Scouting Report on a highlighted player, click the **right thumbstick button**.
- To draft a highlighted player, press **A**.
- To have the assistant coach automatically handle the draft for you, press **START**.

### **NFL Draft Screen: Draft Summary**

This screen allows you to view the players who have been drafted thus far.

- Press **Black or White** to toggle between Draft Candidates and the Draft Summary.
- Pull the **left or right trigger** to cycle between the rounds.
- Press **Y** to sort by highlighted column. Press again to sort in reverse order.

The Draft is made up of four primary screens. You'll find yourself surrounded by several monitors, as well as a special PDA. To instantly change focus, move the **right thumbstick** toward the screen you wish to view. Press Left for the Team Needs Screen. Press Right for the Scouting Targets Screen. Press Down for the Suggested Picks Screen.

#### ⇒ **Team Needs**

This screen shows you which positions you need to fill on the team.

- Pull the **left or right trigger** to cycle to players of a different position.

#### ⇒ **Scouting Targets**

To your right is a summary of the Draft status of players you've looked at in the NFL Combine, as well as their relevant scouting reports. Take a look here to see if the players you've been eyeing are still available when your turn arrives.

- Highlight a player to see their scouting report.
- Press **A** to draft a player.

#### ⇒ **Suggested Picks**

As the Draft progresses, the Front Office will send you messages via your PDA on the top players on their Draft Board. You can take their suggestions, or go your own way.

- Press **A** to draft a player.

### **Rookie Signings**

Like other players on your roster, rookies require contracts. The sooner you sign these guys and get them into camp, the quicker your new team will start to become a unit, so try to keep the negotiations to a minimum. But keep in mind, if your draft picks enter the preseason without contracts they will become Free Agents, so be sure to make final offers before you advance.

Once you've finished signing your rookies, it's time to start off a new season. Congratulations, you've completed a year at the helm of your squad!

## **SEASON**

If you have what it takes to go all the way, you can lead your favorite NFL team through an entire season, from Game 1 all the way to the Super Bowl!

## Season Options

- **First Person Football™** - Set this option ON to play all of your games from the perspective of one of the players on the field.
- **Fantasy Draft Roster** - To take part in a Fantasy Draft before beginning your Franchise session, you must set this option to ON. The Fantasy Draft allows you to select 53 players round by round to build the ultimate team from the best players in the league.
- **Customize League** - With this option set to ON, you can customize the league by moving any team, including a created team, into any conference or division you wish.
- **Trade Deadline** - If you want to continue making trades and other transactions beyond the standard NFL trade deadline period, set this option to OFF.
- **Skip to Playoffs** – With this option set to ON, the season is simulated, and your team automatically qualifies for the playoffs.

## Customize League

For more info on this screen, see Franchise's Customize League Screen on page 19.

## Team Select

At the Team Select Screen, you choose any number of teams to lead throughout the season.

- Highlight a team with the **left thumbstick** or the **directional pad**.
- Press **A** to select / unselect teams.
- Press **START** to advance.

## Fantasy Draft

For more info on this screen, see Franchise's Fantasy Draft Screen on page 20.

## SEASON MENU

The Season Menu is your hub for information on what's happening with your team and around the league. It is also your command center for accessing your games and setting gameplay options.

## Schedule

The Schedule Screen lists the upcoming games for each week and displays the scores for completed games. The games that your team(s) are slated to play appear with a checkmark.

- If you want to play in any of the other games, simply highlight the game and press **A** to place a check mark next to it. To uncheck a game, highlight it and press **A**.
- To play one of your games, press **START**. An overlay will appear with the following options: Play Game, Simulate Game, Simulate Week, or Simulate Season. Select PLAY GAME and press **A** to play the first checked-off game. Highlight YES and press **A** to confirm that you wish to simulate the preceding games. The Team Select Screen will appear.
- To simulate a game, the week, or the season, press **START**, highlight the corresponding option on the overlay, and press **A**. Highlight YES and press **A** to confirm your selection.
- When all games have been played or simulated for the week, press **START** for the NFL Prime Time wrapup that runs through all the current week's scores and highlights.
- To change to a different week, pull the **left trigger** or **right trigger**.

## **Statistics**

As soon as the first games of the season are played, the Statistics Option becomes available in the Season Menu, allowing access to team and player stat screens. (See page 27).

## **Game Plan**

You can choose a game plan and stick with it for the duration of the season, or you can reassess your game plan each week and tailor it to fit the strengths and weaknesses of your next opponent. (See page 25).

### **⇒ Roster**

The Team Rosters Screen enables you to modify your players or your team's roster. (See Team Rosters under Roster Manager on page 40).

### **The Crib™**

Go to your crib to unwind from the pressure of the game. Unlock items for your pad, peruse career milestones, play mini-games, or listen to some good music. (See page 16).

## **Options**

Customize the rules and presentation of the game. (See Options on page 38).

### **Save**

If you have a memory unit inserted into your Xbox Controller, you can save your Season progress at any time on it, or on to the Xbox Hard Disk. (See Load / Save on page 42).

### **Quit**

Quit Season Mode. If you have not saved your progress, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

## **TOURNAMENT**

Create your own single-elimination NFL Tournament featuring 4, 8, or 16 teams. You have full control over which teams are invited to the Tournament, and you can play as many of the tourney games as you want.

### **Tournament Options**

- **Number of Teams** - Choose the number of teams that will participate in the Tournament: 4, 8, or 16.
- **Fantasy Draft Roster** - Set ON/OFF. The Fantasy Draft allows you to select 53 players round by round to build the ultimate team from the best players in the league. (For more info, see the Franchise Fantasy Draft on page 20).

### **Tournament Setup**

At the Tournament Setup Screen, you can invite any teams you want to participate in your Tournament. The team names that appear on the setup screen are initially defaults that are easily replaced with your own selections.

To customize the tournament setup:

- Move the **left thumbstick** or **directional pad** to highlight a team you wish to replace, then press **A** or **Y** to cycle through teams that are not currently in the Tournament.
- Repeat this process until the Tournament is organized the way you want.

**Note:** In order to be eligible to play a team's games, you must assign a name to the team at the Tournament Setup Screen.

To assign a user name to a team:

- To assign a name to a team, highlight the team, move the **left thumbstick** or **directional pad** to highlight the Player column, then press **A** and use the Virtual Keyboard to enter your name.
- When you are completely satisfied with the Tournament Setup, press **START** to advance to the Tournament Menu.

## TOURNAMENT MENU

The Tournament Menu is your hub for information on what's happening around the tourney. It also acts as your command center for accessing your games and setting gameplay options.

### Play Game

The Play Game Screen displays the Tournament matchups on a playoff tree with the number of rounds determined by the amount of teams in the Tournament. As games are played or simulated, final scores are posted on the playoff tree and the winning team moves on to the next round.

To play your team's next game:

- Highlight the matchup, then press **START** to advance to the Controller Assign Screen.
- Assign a controller to your team, then press **START** again. The pre-game introduction begins as the players take the field.

To simulate games for unassigned teams:

- Highlight the matchup, then press **START** and choose YES when prompted. The game is simulated and the final score appears.

### Statistics

As soon as the first games of the Tournament are played or simulated, the Statistics option appears on the Tournament Menu. (For more info on the stats screens, see the corresponding Franchise Stat screens on page 27).

### Game Plan

Go here to modify your starting lineup and view injuries. These options are also available in Franchise Game Plan. (See page 25).

### The Crib™

Go to your crib to unwind from the pressure of the game. Unlock items for your pad, peruse career milestones, play mini-games, or listen to some good music. (See page 16).

### Setup

At any time during the Tournament, you can return to the Setup Names Screen and assign names to unassigned teams. Use this to control another team if your primary team gets knocked out of the tourney.

### Options

Customize the rules and presentation of the game. (See Options on page 38).

### Save

You can save your Tournament progress here at any time. (See Load / Save on page 42)

### Quit

Quit Tournament Mode. If you have not saved your game, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

## SITUATION

In Situation Mode, you set up a game scenario, then enter the game at that point and play the remainder of the contest. For example, you can set up a situation in which your team is down by two points with 45 seconds remaining in the fourth quarter, and you have to drive 60 yards in order to get into field goal range to try for the win.

- **Home Score** - Set the home team's score to anything from 0-120.
- **Away Score** - Set the visiting team's score to anything from 0-120.
- **Possession** - Choose who will start with the ball: HOME or AWAY.
- **Home Timeouts** - Set the number of timeouts remaining for the home team: 0-3.
- **Away Timeouts** - Set the number of timeouts remaining for the visiting team: 0-3.
- **Quarter** - Start the situation in any of the regulation quarters, or the FIRST or SECOND OVERTIME period.
- **Time Remaining** - The amount of time left in the quarter. You can set the time in five-second increments, but the maximum is based on the quarter length you select at the front end Game Options Screen.
- **Current Down** - Set the situation up to start on FIRST, SECOND, THIRD, or FOURTH DOWN, or with a KICKOFF.
- **Line of Scrimmage** - Place the ball anywhere on the field, from the HOME GOAL LINE to the AWAY GOAL LINE.
- **Yards to Go** - Choose the amount of yardage needed for a first down, from INCHEs to 99 YARDS. This can be dependent on where the offense starts on the field.
- **Kicked First** - Indicate which team would have kicked off at the start of the game. This will determine who kicks at the half if required.

### Team Select and Player Lineup

Select the teams and players you want to take part in the Situation. (For complete details, see Team Select Screen and Player Lineup Screen on page 4).

To start a new situation from gameplay:

- Press **START** to pause the game.
- Highlight Simulation on the Pause Menu and press **A**.
- Modify Simulation Settings if desired and press **START** to begin the new Situation.

## MAIN MENU (continued)

### PRACTICE

Practice Mode now has three different modes to help you master the game.

- **Basic Training** – Practice different moves in custom drills.
- **Scrimmage** – Practice your skills with just one player, with just the offense, or with both an offensive and a defensive squad.
- **Reference Guide** – Learn more about the game of football here.

### BASIC TRAINING

Get a quick lesson on the basic control fundamentals of the game.

- To do a drill, highlight it and press **A**.
- To do all of the drills, simply press **A** on the first drill, after it is complete, the next drill will automatically be highlighted.
- To return to the Drill Menu at any point, press **START** and select Tutorial Menu.

### SCRIMMAGE

Practice what you've learned in Basic Training in SPECIAL MOVE, OFFENSE ONLY, or FULL SCRIMMAGE practices.

#### Scrimmage Settings

- **Practice Type** – Choose SPECIAL MOVE to try out the controls in a one-on-one setting, OFFENSE ONLY to practice your offensive plays, or FULL SCRIMMAGE to practice in more of a game-type situation with both offense and defense.
- **Scrimmage Line** – Set the line of scrimmage for the drill at any 10-yard marker.
- **Yards to Go** - Choose the amount of yardage needed for a first down, from INCHES to 99 YARDS. This can be dependent on where the offense starts on the field.
- **Defensive AI Playcalling** – When OFF, you face the same defensive play over and over. When ON, the computer-controlled defense will call different plays.
- **Offensive AI Playcalling** – When OFF, the computer-controlled offense will call the same play over and over. When ON, you'll face have to defend a variety of plays.
- **Power Pocket** – When ON, the offensive linemen's pass protection will always be flawless.

#### Team Select and Player Lineup

Select the teams and players you want to take part in the Practice. (For complete details, see Team Select Screen and Player Lineup Screen on page 4).

- During gameplay, pause the game and select Practice from the Pause Menu to alter the Practice Settings.

### REFERENCE GUIDE

The Reference Guide has four sections: Play Terms, Play Art, Jargon, and Tips.

- To select a section, highlight it with the **left thumbstick** or **directional pad** and press **A**.
- To flip pages in the Guide, pull the **right trigger** to flip forward, and the **left trigger** to flip back.
- To back out to the Section Select Screen from a given section, press **B**.

## OPTIONS

The Options Menu features eight different options categories that give you total control over your game.

### Game Options

The Game Options cover a broad list of factors that can significantly impact the game on the field.

- **Quarter Length** – You can adjust quarter length in one-minute increments from 1-15 MINUTES. By default, quarters are 5 MINUTES long.
- **Play Calling** – Choose BY PACKAGE to call your plays by package, then formation and play, or BY FORMATION to call only formations and plays.
- **Game Speed** – Set the player movement and overall pace of the game to SLOW, NORMAL, or FAST.
- **Fatigue** – Set player fatigue ON or OFF. When ON, players will become fatigued during the course of a game.
- **Challenges** – With this option turned ON, referees will occasionally miss calls, and you can Challenge calls from the Pause Menu.
- **Injuries** – When ON, players are susceptible to injuries that could keep them out for a few plays or even several weeks.
- **Coach Mode** – When ON, your in-game control is limited to calling plays, and your players automatically execute on the field.
- **Performance EQ** – When ON, the two teams are balanced to keep games competitive and give both sides an equal chance at winning, regardless of how high or low their teams are rated.
- **Multiple Hot Routes** – When ON, you can send as many receivers on Hot Routes as you want. When OFF, you're only allowed to give one Hot Route per play.

### Difficulty

Change the game's settings to make it more or less challenging to better fit your skill level.

- **Difficulty** – Set the skill level and intensity of computer players to one of four different levels: ROOKIE, PRO, ALL PRO, and LEGEND. This setting will switch to CUSTOM if you alter any of the following difficulty sliders.
- **Gameplay Sliders** – The Gameplay Sliders allow you to set the performance level of user-controlled (Human) teams or computer (CPU) teams. The fuller the slider is, the better the players will perform in that area. Each slider is listed twice, once for the Human team, once for CPU team.
  - Blocking: Controls the effectiveness of the blocking.
  - Passing: Controls the accuracy of the quarterback's passing.
  - Running: Controls the effectiveness of the running back.
  - Catching: Controls how reliably receivers catch the ball.
  - Coverage: Controls how well the defensive team covers receivers against the pass.
  - Pursuit: Controls how fast the defensive team is in pursuing the ball.
  - Tackling: Controls how well the defensive team tackles.
  - Kicking: Controls how well the kickers can perform.
  - Fatigue: Controls how quickly players tire. The fuller the slider is, the slower players tire.

### Presentation

Presentation Settings let you control the sights and sounds of the game that add to the overall NFL atmosphere.

- **Player Indicator Text** – Determine whether players are labeled on the field by their NAME, NUMBER & POSITION, or NONE.
- **Action Replays** – Set to OFF, OCCASIONAL, or FREQUENT to determine how often replays are shown following great plays.
- **Stat Overlays** – When ON, images of players and their stats are displayed to recognize a superior (or lackluster) effort.
- **On Screen Text** – When this is set ON, text messages such as “Hot Routes” will appear when the user calls a hot route for a receiver or adjusts players on defense.
- **Sports Ticker** – The Sports Ticker displays other scores from around the league across the bottom of the screen ESPN style when playing in Season or Franchise Modes. Set ON or OFF.
- **Vibration** – When ON, your control pad vibrates in your hands when the player you control absorbs a big hit.
- **Audio Presentation** – Choose one of four pre-set audio presentations (DEFAULT, TV BROADCAST, IN STANDS, or ON FIELD). Notice that the audio sliders adjust to create the desired audio effect.
- **Audio Sliders** – If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.
- **Crib Music In Menus** – When ON, music selected on the jukebox in The Crib will continue to play in the other game menus.
- **Challengers Team** – When ON, a special team with SEGA Sports Challenge winners from last year will be available on the Team Select Screen.

### **Weather**

Weather options have a direct effect on the game. Rain and snow mean wet footballs and more fumbles, and wind can wreak havoc with your kicking game.

- **Time Of Day** – You can set your games up to be played in DAY, AFTERNOON, or NIGHT, or RANDOM.
- **Weather** – You can set the weather to CLEAR, LIGHT RAIN, HEAVY RAIN, FLURRIES, HEAVY SNOW, or RANDOM.
- **Wind Speed** – Move the slider to the right to increase wind speed. Wind impacts punting and kicking and can decrease visibility in rain and snow.
- **Fog** – Move the slider to the right to increase the amount of fog.

**Note:** Remember that games played in dome stadiums are unaffected by the weather changes you've made.

### **Penalties**

Some penalty violations are black and white and others are up to the discretion of the referee. The Penalty Settings Screen gives you the power to control how every type of penalty is called on the field.

- **Variable Degree Penalties** – Adjust the sliders to set the discretion of the referee. Move the sliders to the right for more frequent calls or to the left for less frequent calls.
- **On / Off Penalties** – Set these penalties ON if you want the referee to call them during the game or OFF if you want them ignored.

## **Roster Manager**

Roster Manager allows you to create and edit players and teams.

### **⇒ Team Rosters**

To assign a free agent to your roster:

- Press **White** or **Black** to toggle through the teams until you get to FREE AGENTS.
- Highlight a player you wish to assign to your roster, then press **A** and select “ASSIGN TO TEAM” from the Roster options. The Select Team directory will appear.
- Highlight the team whose roster you wish to assign the player to, then press **A** again. The player then moves from the free agent pool to the roster.

To assign a player to another team:

- Highlight the player you wish to assign to another team, then press **A**. The Roster options will appear.
- Highlight “ASSIGN TO ANOTHER TEAM,” then press **A** again to bring up the Select Team directory.
- Highlight the team whose roster you wish to assign the player to, then press **A** one more time. The player then moves from one roster to the other roster.

To edit a player:

- Highlight the player whose appearance you wish to edit, and press **A**. The Roster options will appear.
- Highlight “EDIT PLAYER,” then press **A** again to bring up the Create Player Screen.
- Edit all attributes as desired by moving the **left thumbstick** or **directional pad** left or right.
- Press **START** to advance through each screen and, when finished, to accept changes and return to the Team Rosters Screen.

### **⇒ Depth Chart**

- To substitute someone for your starter, highlight each player and press **A** to put a check mark next to their name. The substitute will replace the starter on the next play. (Note that the Depth Chart only allows you to substitute a player who plays the same position as the person you take out).

### **⇒ Edit Historic Teams**

To edit players on historic teams:

- Use **Black** and **White** to change teams.
- Use the **left** or **right triggers** to change the position list.
- To change the player’s number, highlight the “No.” Column and press **A** or **Y** to increase or decrease the number.
- To assign the player a name, highlight the “PLAYER” Column and press **A** to call up the Virtual Keyboard. Enter text and press **START** to confirm.

### **⇒ Create Player**

At the Create Player Screen, you can create and suit up players to add to the free agent pool. These custom players can then be assigned to any ESPN NFL FOOTBALL team.

To create a new player:

- Select the <Add New Player> slot, and press **A** to advance to the Create Player Screen.
- For the player's first and last name, move the **left thumbstick** or the **directional pad** left to call up the Virtual Keyboard.
- For the remaining options, move the **left thumbstick** or the **directional pad** left or right to cycle the option forward or back.
- Press **START** when you are ready to advance to the Player Appearance Screen.
- Alter appearance options as desired, move the **left thumbstick** or the **directional pad** left or right to cycle each option forward or back.
- Press **START** to advance to the Player Equipment Screen.
- Alter appearance options as desired, move the **left thumbstick** or the **directional pad** left or right to cycle the option forward or back.
- Press **START** to advance to the Player Attributes Screen.
- Pull the **left** or **right trigger** to change the Player Prototype.
- Move left on the **left thumbstick** or **directional pad** to take points from an attribute. Move right on the **left thumbstick** or **directional pad** to add points to an attribute.
- Press **START** again to complete the player.

#### ⇒ Create Team

Create a new team and stack it with the best players from the NFL or any super athletes you created and added to the free agent pool.

#### ⇒⇒ Create Team Screen

- To choose your team's LOGO, STADIUM, and PLAYBOOK, highlight the respective options, and move the **left thumbstick** or the **directional pad** left or right to cycle through the available selections.
- To name the CITY, TEAM NAME, SHORT NAME, COACH FIRST NAME, and COACH LAST NAME, highlight the respective option, then move the **left thumbstick** or the **directional pad** to the left to call up the Virtual Keyboard to bring up the Virtual Keyboard. Enter a name for the option.
- Press **START** to accept and advance to the Team Create: Sign Players Screen.

#### ⇒⇒ Sign Players Screen

- Use **Black** or **White** to change team rosters (and view the players you've selected under your own team name)
- Use the **left** or **right trigger** to change the player position lists.
- Use the **left thumbstick** or **directional pad** to highlight your favorite players from any team or the Free Agent pool, then press **A** to add them to your new team's roster.
- A "Players Signed" counter appears to show how many players you've acquired. You'll need to sign a minimum of 42 players.
- When you are satisfied with your roster, press **START** one more time. The completed team will be added to the ESPN NFL FOOTBALL lineup.

#### ⇒ Downloaded Rosters

Connect online to download updated rosters and keep up with the NFL as the season progresses. Once you've downloaded rosters, you can access them here.

#### ⇒ Reset Roster

Select this option to reset every team's roster back to their defaults, regardless of how many trades or changes you've made. This will also reset any player attribute or appearance changes you've made. Be sure to save your roster file before doing this if you want to access your modifications in the future.

### **Playbooks / Substitutions**

Allows you to create two different custom playbooks with any play available in the game. (For more info, see Playbooks / Substitutions on page 26).

### **Controller Setup**

In addition to the default controller setup, ESPN NFL FOOTBALL offers two alternate configurations. Choose the setup that fits best with your game with the **left** and **right triggers**.

## **LOAD / SAVE**

With the Load / Save option, you can save your game progress, settings, rosters, and playbooks, or resume any games you have previously saved.

### **User Records**

This screen enables you to create a new user record, or load, edit, or save an existing user record.

- Highlight a record, press **A**, and select what action you'd like to perform from the available options.

### **Load**

Go to the Load Screen to access any game files you have previously saved to your memory unit or the Xbox Hard Disk.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight the file you want to load, then press **A**. You will return to your game at the last point you saved.

### **Save Game** (while in Franchise, Season, Playoffs, or Tournament Modes)

This is where you can save your game in progress.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, press **A** to create a new file, then use the Virtual Keyboard to enter a name.

### **Save Settings**

This is where you can save your options settings.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, press **A** to create a new file, then use the Virtual Keyboard to enter a name.

### **Save Roster**

This is where you can save your roster changes.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, press **A** to create a new file, then use the Virtual Keyboard to enter a name.

### **Save Playbook**

This is where you can save your playbooks.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, press **A** to create a new file, then use the Virtual Keyboard to enter a name.

### **Delete**

Free up some space on your memory unit or the Xbox Hard Disk by deleting ESPN NFL FOOTBALL files you no longer want.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight the file you want to delete, then press **A**. When prompted to confirm, select YES.

## **ABOUT THE GAME**

### **Features**

This screen tells you about the new modes and features available in the game

### **ESPN Video Games**

Learn about other games in the ESPN lineup.

### **Game Manual**

Learn all the ins and outs of ESPN Football.

### **Game Registration**

Register at [www.espnvideogames.com](http://www.espnvideogames.com) for great prizes!

### **Credits**

View the game credits.

## **Xbox LIVE**

ESPN NFL FOOTBALL supports Online Gaming through the Xbox Live network. Please register for an Xbox Live account before using this feature.

Select **Xbox Live** from the Main Menu once you have your Xbox Live account activated. Login and advance to the Online Menu at the Online Sign In Screen by entering your user name and password. Your friends can play as guests.

### **Quick Match**

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game.

## **OptiMatch**

Allows you to search for games based on type (Ranked or Scrimmage), difficulty, or quarter length.

## **Friends / Players**

This is where you can find your friends and recent opponents.

- Pull the **left** or **right triggers** to switch between a list of friends and opponents.
- Press **A** to select user.
- An overlay appears giving you various options: such as sending feedback about the user, muting his voice, or inviting the user to be your friend.

## **Online Options**

Online Settings allow you to set a team logo that's visible to other users.

## **Leaderboards**

Shows the current leaders and their records.

## **Downloads**

Download the latest NFL rosters to keep your game up to date with the pros.

**Sign Out** will log the user off of the Xbox Live network.

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## **Obtaining technical support / service**

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site . . . . . <http://www.sega.com>
- e-mail . . . . . support@sega.com
- telephone . . . . . 1-716-650-6703

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